

Rebel SpecForce Hand Signals

It is very hard to sneak around and approach a targeted position with a sergeant barking orders. Similarly, comlinks are fairly easy to detect, and will probably alert the intended targets. However, communication is essential to successful operations.

The standard and highly effective solution to this is the use of hand signals. Different militaries have different signals; the following are commonly but not universally used by SpecForces. Hand signals are generally used under stealth discipline, but can also be used to communicate at distances under combat -- which is usually a fairly loud environment -- with the aid of macrobinoculars. Following is a list of common hand signals; this list is not comprehensive as individual unit commanders often develop specific signals for the troops under their command. A fairly complicated string of phrases can be signaled with these motions.



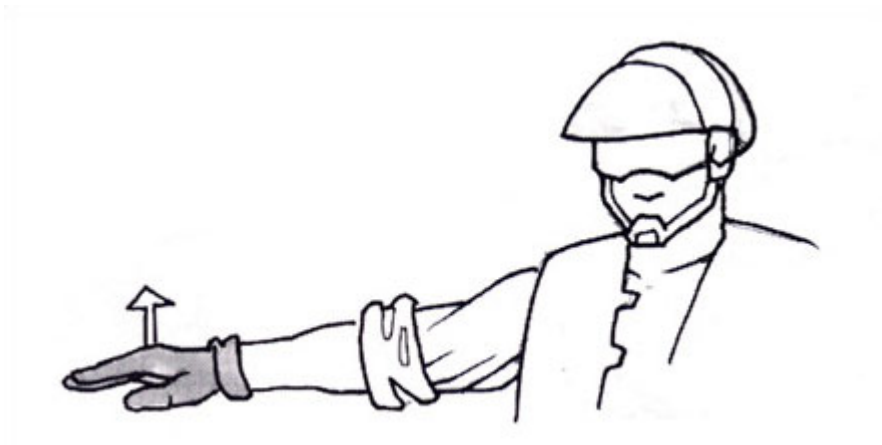
Halt: "Halt movement." An upraised hand, palm forward.



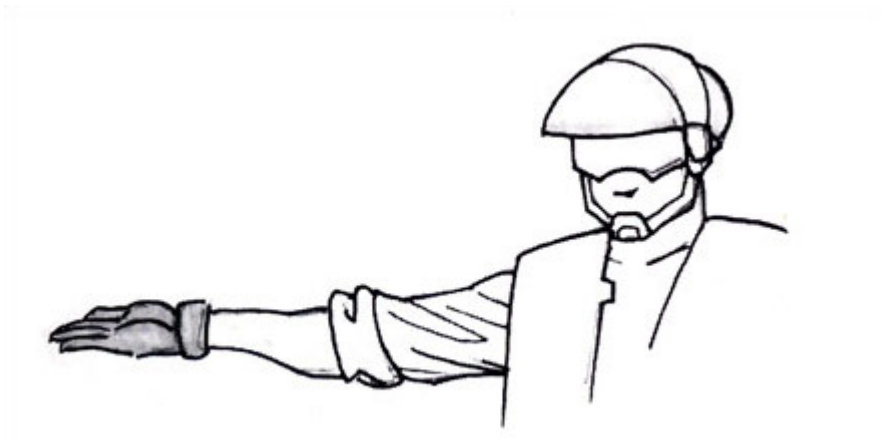
Enemy Sighted: An upraised thumb.



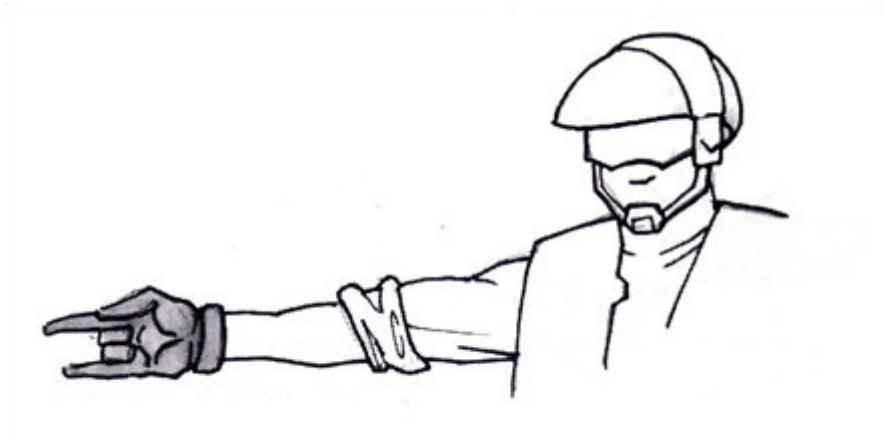
Freeze: "Stop now and don't move." An upraised fist, palm forward.



Ambush Ahead: Open hand out to side, palm down. Hand moves up and down.



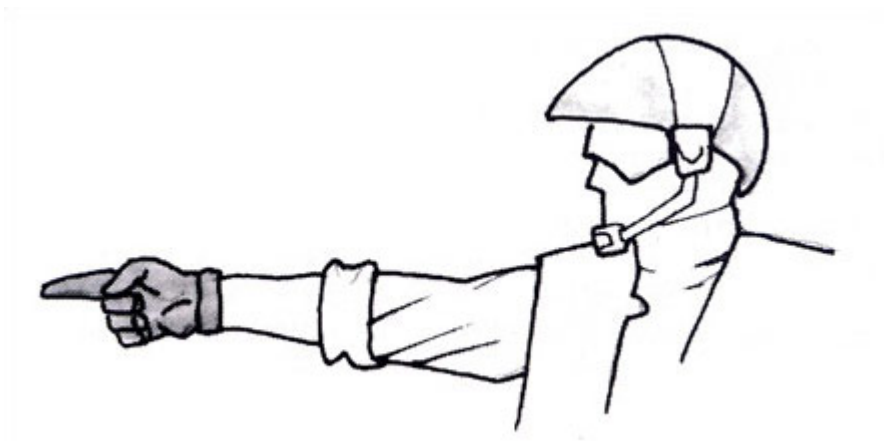
Trap Ahead: Open hand out to side, palm up.



Sensor Ahead: Open hand out to side, palm forward.



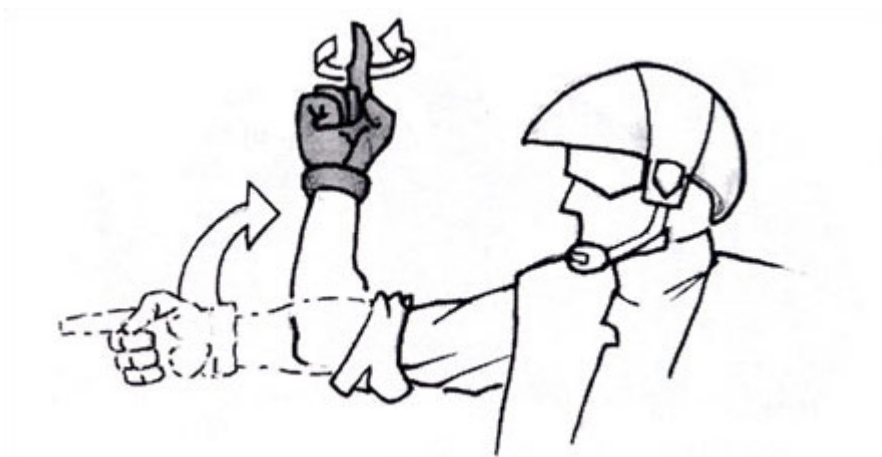
Enemy Number: Number of fingers held out to the side.



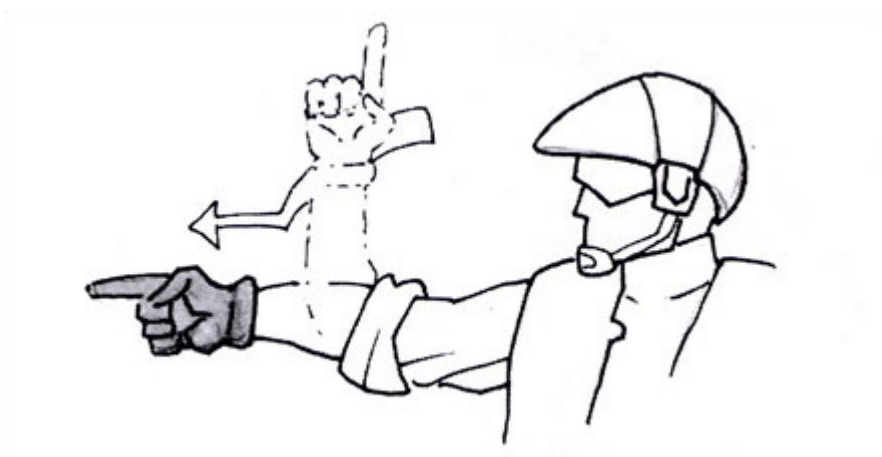
You: Indicated by index finger.



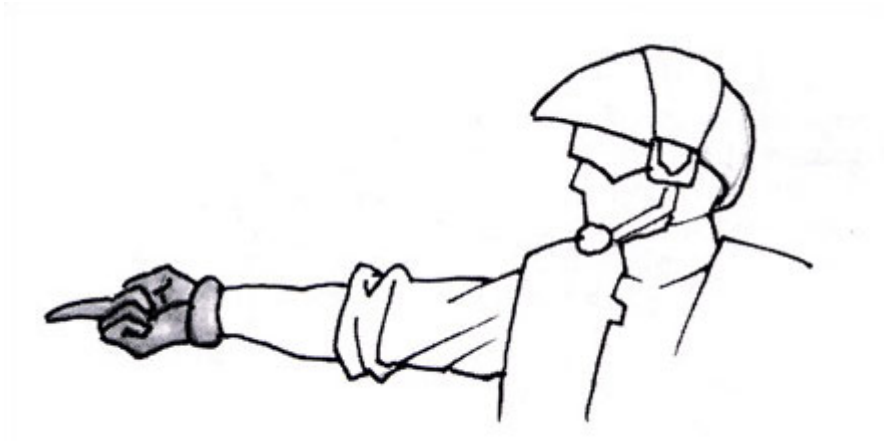
Attention: Index and middle finger moved laterally.



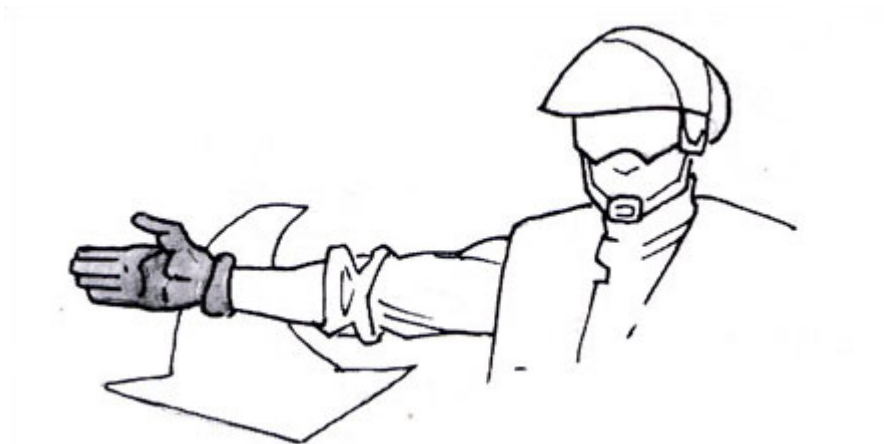
Surround Target Indicated: Point with index finger at target and trace circle with finger up.



Go There: Point with index finger and motion in one move toward selected site.



Attack Target Indicated: Point with index finger at target, palm up.



Bypass Threat: Open hand out to side, palm forward, motion to continue.



Go: "Execute orders." An upraised hand with fingers spread, palm forward. Final signal issued.

This first appeared in Rules of Engagement: The Rebel SpecForce Handbook by Timothy S. O'Brien, published by West End Games in 1997.